

WHAT IS CLAIMED IS:

- 1 1. An image processing apparatus for use in displaying an
- 2 image of a player controlled object and another object existing in a
- 3 three-dimensional space from a predetermined point of view,
- 4 comprising:
 - 5 an external memory for storing data of the player controlled
 - 6 operable object and the other object and, a predetermined program;
 - 7 an input device which inputs data which alters the position of
 - 8 the operable object in the three-dimensional space;
 - 9 operable object position data generating circuitry which
 - 10 generates player controlled object position data so as to alter the
 - 11 position of the player controlled object in the three-dimensional
 - 12 space based on the data input via said input device;
 - 13 a three-dimensional data generating circuitry for creating three-
 - 14 dimensional data based on the data stored in said external memory
 - 15 means and the operable object position data;
 - 16 a point of view position data generator for generating position
 - 17 data representative of a point of view position in the three-
 - 18 dimensional space for viewing the player controlled object;
 - 19 a detector for detecting whether or not the other object is
 - 20 existent between the viewing position and the current player
 - 21 controlled object position;

22 a point of view position data altering processing circuitry for
23 altering the point of view position data such that the other object is
24 not existent between the point of view position and the player
25 controlled object position when said detector detects existence of the
26 other object;

27 a display data generator for displaying the image of the player
28 controlled object from a predetermined position in the three-
29 dimensional space based on the three-dimensional data and the point
30 of view position data; and

31 an image signal generating means which outputs an image
32 signal to said display based on the display data created by said
33 display data creating means.

1 2. A three-dimensional image processing apparatus according
2 to claim 1, wherein said detector includes a collision determining
3 circuitry which determines whether or not the operable object
4 collides with the other object.

1 3. A three-dimensional image processing apparatus according
2 to claim 1, wherein said point of view position data altering
3 processing circuitry includes a moving-angle setting means which
4 sets a moving angle at which the other object becomes nonexistent
5 between the point of view position and the player controlled object
6 position.

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